http://www.replacementdocs.com

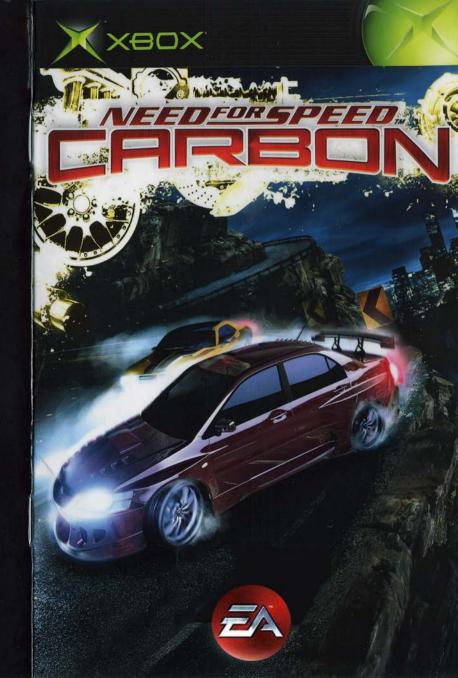






Electronic Arts, EA, the EA logo, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA™, EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Morosoft Corporation in the United States and/or other countries and are used under license from Microsoft.

EAJ07405407M



SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rearprojection types, can be damaged if any video games, including Xbox games, are
played on them. Static images presented during the normal course of gameplay
may "burn in" to the screen, causing a permanent shadow of the static image to
appear at all times, even when video games are not being played. Similar damage
may occur from static images created when placing a video game on hold or
pause. Consult your television owner's manual to determine if video games can be
played safely on your set. If you are unable to find this information in the owner's
manual, contact your television dealer or the manufacturer to determine if video
games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

SAFETY INFORMATION	.1
COMPLETE CONTROLS	2
PLAYING THE GAME	3
CAREER MODE	5
CHALLENGE SERIES	7
CUSTOMER SUPPORT	
WARRANTY	3

Check out EA™ online at www.ea.com

COMPLETE CONTROLS

The controls listed below are the default configuration. Change your controller configuration in the Controls section of the Options menu.

Steer	0
Accelerate	R
Brake/Reverse	C
Activate Crew Member	0
Handbrake	0
Nitrous	3
Shift up/down	0 1/+
Enter shop/Engage event (Career mode only)	0 1
Display world map (Career mode only)	+
SMS (Career mode only)	⊕ ⇒
Reset car	0
Pause	0
Speedbreaker	0

PLAYING THE GAME

Jump into the action with a Quick Race, take over the city in Career mode or earn medals in the Challenge Series. What are you waiting for? Get moving!

MY ALIAS

You are prompted to create an Alias before you can begin your career or save any changes. Your game progress is automatically saved to your alias, once you create it.

MAIN MENU

Career See p. 5.

My Cars Add cars to your garage and customise them with

visual and performance upgrades you've unlocked.

Challenge Series See p. 7.

Quick Race Get right to business with a race that doesn't count

toward your Career mode progress.

Reward Cards Accumulate Reward Cards by achieving the in-game

accomplishments described on-screen. Each icon is composed of four achievements that you must

complete to obtain the reward.

Statistics Keep track of all your progress in the game

including the best times in each race course and

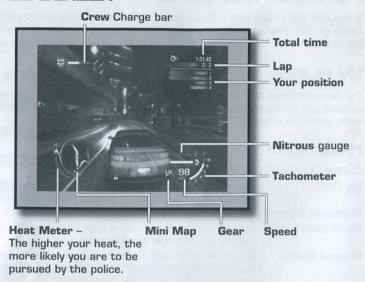
your cumulative Pursuit stats.

Options Personalise your options including audio, video,

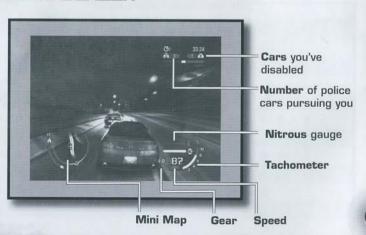
gameplay and more. You can also access the

Options menu by pausing the game.

RACE SCREEN



PURSUIT SCREEN



SAVING AND LOADING

The game automatically saves and loads your progress to your hard disk. You can turn Autosave off in the Gameplay section of the Options menu. You can also manually save your game at any point by selecting SAVE in the Career menu.

CAREER MODE

In an all-out war for the city, you and your crew must risk everything to take over rival neighbourhoods one block at a time. As the police turn up the heat, the battle ultimately shifts to Carbon Canyon, where territories and reputations can be lost on every perilous curve.

CAR CLASSES

Muscle. Exotic. Tuner. Which class will you represent? Each has strengths and weaknesses. For example, Tuners dominate in the turns, while Exotics put your speedometer to the test. Choose a class then decide between an Automatic or Manual transmission to begin your quest for urban domination.

YOUR CREW

Fortunately, you don't have to do all the work on your own. You've got a crew to back you up. In most events, you can take wingmen with you and use them to help you win races.

RECRUITING CREW MEMBERS

After you defeat a rival crew boss or on certain other occasions, rival crews may offer to join your crew. Select MY CREW in the Safe House to review all your crew management options. Here you are able to read bios for each crew member and see what kind of skills and bonuses they would add to your crew if you hire them.

ROLES

The three types of wingmen – Blockers, Drafters and Scouts – each have unique roles to help you win races. Blockers get in the way of other drivers to slow them down and throw them off their lines. Drafters give you a second of speed boost for every second you stay behind them. Scouts show you alternate paths around and through the race course.

SKILLS

Your crew members may also have certain skills to help you out along the way. Fixers prevent your heat level from increasing and give you a little extra cash when you win races. Mechanics provide discounts on performance parts and give you a nitrous or Speedbreaker boost in races. Fabricators allow you to unlock certain Autosculpt parts in the Customization menu and let you buy certain visual parts at a discount.

SAFE HOUSE MENU

World Map Use the map to enter races and review how much

territory you own. Each territory is owned by a rival crew and has a target number of races you need to win before you unlock events against the crew boss.

You need to beat the boss to take control of the

territory.

Free Roam Cruise around the city, enter races, outrun the cops

or accept a rival crew challenge in an open-world

race.

Customization Cash in your winnings to upgrade your cars with

standard parts or use your imagination to create the car of your dreams with Autosculpt. Once you've picked out your parts, select SHOPPING CART to

purchase and install them on your vehicle.

Car Select Choose any car you own for your next race. You can

also sell your cars for cash here.

Crew Hire and fire crew members, watch their bio videos

and view their cars. You can also personalise your

crew logo.

CHALLENGE SERIES

Get behind the wheel and test your skills in 11 types of events. Work your way up to the Gold Medal events by taking home the Bronze and Silver medals.

Canyon Duel Go head to head against a single opponent down

a perilous canyon road. Keep on eye on the Duel meter in the upper right of your screen. If you fall

behind for too long, you automatically lose.

Canyon Race Take on three other drivers in a race to the bottom

of a canyon.

Checkpoint Reach certain checkpoints on the track before time

expires to earn bonus time to finish the event.

Canyon Checkpoint This is just like a regular Checkpoint event, only with

the added dangers of the canyon.

Canyon Drift Reach a target score to win this event. Earn points

by drifting around corners – the longer the drift and the faster your speed, the more points you earn. Earn multipliers by maintaining a clean run and not

hitting the walls.

Pursuit Evasion Evade the police for the specified amount of time to

earn a medal. The meter in the upper right of your screen shows how close you are to either getting busted or evading the pursuit, as well as how many cars are hunting you down. If you fill the evasion meter, you earn a cooldown period – the pursuit is over when the cooldown meter is full. However, if you are spotted again before the cooldown meter

fills, the pursuit resumes.

Trade Paint Avoid being busted by the police and take some of

them out while you're at it. Ram into their cars to

disable them.

Circuit Race on traditional lap-based courses with barriers

to help keep you on track.

Sprint Drive as fast as you can in a point-to-point race.

Drift Like the Canvon Drift, you need to reach a certain

Like the Canyon Drift, you need to reach a certain score to earn your medal by drifting around corners. You earn multipliers for linking drifts

around multiple corners.

Speedtrap Race through a number of speedtraps in a point-to-

point race. The driver with the highest cumulative

speed at the end of the race is the winner.

Notice

Electronic Arts reserves the right to make improvements to this product described in this manual at any time and without notice. This manual, and the software described in this manual, is under copyright. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts Ltd, Customer Services, PO Box 181, Chertsey, KT16 0YL, England, United Kingdom, Electronic Arts makes no warranties, conditions or representations express or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose. This manual is provided "as is". Electronic Arts makes certain limited warranties with respect to the software and the media for the software. In no event shall Electronic Arts be liable for any special, indirect or consequential damages. These terms and conditions do not affect or prejudice the statutory rights of a purchaser in any case where a purchaser is a consumer acquiring goods otherwise than in the course of a business.

Warranty

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear,

Returns After Warranty

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd. If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on uk-warranty@ea.com Please note that this is only for warranty and NOT technical queries. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you. Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.

CUSTOMER SUPPORT -Here to help you!

Problem? Question? If you are having problems with your game, we are here to help,

Electronic Arts Australia Support Hotline: 1902 261 600*

*Sirius calls charged at \$2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required). Operating hours from 9am to 8pm 7 days a week, as well as pre-recorded information 24 hours a day.

Customer Service Address:

Electronic Arts PO Box 432 Southport QLD 4215, Australia

AUSTRALIA

Email Customer Support:

ozsupport@ea.com

SOUTH AFRICA

Game Smith: (011) 740-0615/6, (083) 918-0083 Electronic Arts South Africa PO Box 3180 Rivonia 2128

NEW ZEALAND

Electronic Arts New Zealand, Games Hotline: 0900 58885* (If you are under 18 years of age parental consent required).

*Calls charged at \$1.99 per minute inc GST 7 days a week 9am - 8pm. Calls from Mobile & Public phones

Customer Service Address:

Electronic Arts New Zealand PO Box 47596 Ponsonby New Zealand

Email Customer Support:

nzsupport@ea.com

KEEP UP WITH THE LATEST EA NEWS ..!

If you want to keep up with all the latest news, downloads and coolest updates from EA then all you have to do is register as an EA Direct Member. It's easy! Register now on

www.eagames.com.au

www.easports.com.au

As an EA Direct Member you will be kept in the 'know' as to what is new and hot from EA Australia. delivered directly to your inbox.

Package Cover Illustration: Kevin Marburg: Jamie Clark: Petrol

© 2006 Electronic Arts Inc. Electronic Arts, EA, the EA logo and Need for Speed are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved.

This product contains software technology licensed from On2 Technologies, Inc. On2 technology © 2003 On2 Technologies, Inc. All rights reserved.

Aston Martin, DB9 and the Aston Martin logo are trademarks owned and licensed by Aston Martin Lagonda @ 2006 Aston Martin Lagonda. Trademarks, design patents and copyrights are used with the approval of the owner AUDI AG. The BMW logo, wordmark and model designations are trademarks of BMW AG and are used under license. DaimlerChrysler, Three Pointed Star in a Ring and Three Pointed Star in a Laurel Wreath and Mercedes-Benz are Trademarks of and licensed courtesy of DaimlerChrysler AG and are used under license to Electronic Arts. Chrysler®, Plymouth®,

Hemi® and related logos, vehicle model names and trade dresses are trademarks of DaimlerChrysler Corporation and are used under license. ©DaimlerChrysler Corporation 2006. Dodge and HEMI are trademarks of DaimlerChrysler Corporation. Dodge Viper SRT-10, Dodge Challenger Concept, Dodge Challenger, Dodge Charger SRT8, Dodge Charger R/T, Dodge HEMI and their trade dress are used under license by Electronic Arts. © DaimlerChrysler Corporation 2006. Alfa Romeo is a registered trademark owned by Fiat Auto S.p.A. Under license from Fiat Auto S.p.A Ford Oval and nameplates are registered trademarks owned and licensed by Ford Motor Company. Shelby® and GT-500® are registered trademarks and intellectual property of Carroll Shelby and Carroll Shelby Licensing Inc. and are used under license. Jaguar, XK and the Leaper Device are trademarks owned and licensed by

Jaguar Cars Limited © 2006 Jaguar Cars Limited General Motors Trademarks used under license to Electronic Arts. Vauxhall, Monaro. all related Emblems, and vehicle model body design are Vauxhall Motor Company Limited Trademarks used under license to Electronic Arts Inc. Koenigsegg CCX names, emblems & body designs are trademark and/ or intellectual property rights of Koenigsegg Automotive AB and used under license to EA.

The trademarks Lamborghini, Gallardo, Murciélago and all associated logos are used under license of Lamborghini ArtiMarca S.p.A., Italy. Elise, Europa S, Lotus and Lotus Round Device are registered trade marks of Group Lotus plc. NORTH AMERICA > Mazda, Mazdaspeed, RX-8, RX-7, Mazdaspeed3 and all other associated marks, emblems and designs are used under approval of Mazda Motor Corporation. JAPAN > Mazda, Mazdaspeed, RX-8, RX-7, Mazdaspeed Axela and all other associated marks, emblems and designs are used under approval of Mazda Motor Corporation. designs are used under approval of Mazda Motor Corporation. The McLaren name and logo are trademarks of McLaren Group Limited. Mitsubishi, Eclipse, and Lancer Evolution names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION and used under license to Electronic Arts Inc. "NISSAN" and the names, logos, marks and designs of the NISSAN products are trademarks and/or intellectual property rights of NISSAN MOTOR CO., LTD. and used under license to Electronic Arts Inc. Pagani, Zonda F and designs are trademarks and/or other intellectual property of Pagani Automobili and are used under license to Electronic Arts. Porsche, the Porsche crest, 911, Carrera are registered trademarks of Dr. Ing. h.c. F. Porsche AG. Licensed under certain patents. RENAULT Official License Products are vehicle models and trademarks protected by intellectual property laws. Used with permission from RENAULT, All rights reserved. SUBARU trademarks and body designs are properties of FUJI HEAVY INDUSTRIES, LTD. and used under license to ELECTRONIC ARTS INC. Toyota, Lexus, Supra, Corolla, MR2, Altezza, Sprinter TRUENO, IS300 and associated symbols, emblems and designs are intellectual property of Toyota Motor Corporation and used with permission. Trademarks, design patents and copyrights are used with the permission of the owner VOLKSWAGEN AG. The names and logos of all after market car part companies are trademarks of their respective owners and are used by permission. CASTROL, SYNTEC, UNLOCK THE POWER, GTX. MAXIMUM PROTECTION AGAINST SLUDGE BUILD UP and SYNTEC BLEND are trademarks of Castrol Ltd. Cooper and the Cooper Tires logo are trademarks of Cooper Tire & Rubber Company. © 2006 Progressive Direct Insurance Company, All rights reserved.

RenderWare is a trademark or registered trademark of Criterions Software Ltd. Portions of this software are Copyright 1998-2005 Criterion Software Ltd. and its Licensors.

DTS interactive technology licensed by Digital Theater Systems, Inc.
All other trademarks are the property of their respective owners.

EA™ is an Electronic Arts™ brand.

EAJ07405407MT

NOTES

